# WORLD IN CONFLICT

## PRIMA OFFICIAL GAME GUIDE

JULY
IV
CCLX

SIERRA

MASSIVE
ENTERTAINMENT

# CONTENTS

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# LESSON 2: MOVING AND ATTACKING

Now that you are familiar with how to look around the battlefield, it is time to learn how to give orders to your units.

## Selecting a Unit

The first thing you must do is select a unit. This is simple. Just left-click on a unit to select it. To select more than one unit, you can left-click and hold on the screen while moving the cursor to drag a box around the units you want to select. Double-clicking on a unit selects all units of that same type on the screen. You can also select units by clicking on their markers in the unit display at the bottom of the screen. If you double-click on a marker here, it selects all units of that type no matter where on the map they are. Finally, another way to select multiple units is to select one, then, while holding down ⇧Shift, left-click on additional units.

### ⚡ TIP

All units have markers to help you spot them on the battlefield and to designate what type of unit they are. These markers are colored differently depending on to whom the unit belongs. Your units have green markers, friendly units have blue markers, and enemy units have red markers. When you select a unit, the border of the marker turns white to indicate a currently selected unit.

## Order Palette

Some orders can be given to units by right-clicking on a location or other unit. You can also give orders with the order palette in the lower-right corner of the screen. To give an order using this method, left-click on the desired button, then follow the directions that appear at the bottom of the screen. Some orders happen automatically while others require you to left-click on a target. Below is a list of the orders available on the order palette. For more information on some of these orders, continue reading.

| # | Name | Description | Hotkey |
|---|------|-------------|--------|
| 1 | Resupply Squad | Reinforce the selected infantry squad. | Insert |
| 2 | Next/Previous Special Ability | Cycle through the special abilities if there is more than one type of unit selected. | ⇧Shift + E / ⇧Shift + R |
| 3 | Offensive Ability | Activate one of your unit's special abilities. | E |
| 4 | Defensive Ability | Activate one of your unit's special abilities. | R |
| 5 | Stop | Order your selected units to stop moving. | T |
| 6 | Attack Ground | Order your selected units to fire on the selected coordinates rather than a target. | F |
| 7 | Hold Fire | Order your selected units to stop firing. | G |
| 8 | Move | Issue a move order to selected units. | N |
| 9 | Move Backward | Issue a reverse move order. | ⇧Shift + N |
| 10 | Unload All | Unload all infantry from selected transports or buildings. | U |
| 11 | Repair | Issue a repair order on one of your own or friendly units. | J |
| 12 | Waypoints | Issue a move order with multiple waypoints. | ⇧Shift |
| 13 | Follow Unit | Order selected units to follow another unit. | I |
| 14 | Enter Nearest Transport | Tell selected infantry to enter nearest empty transport vehicle. | Y |
| 15 | Enter Nearest Building | Tell selected infantry to enter nearest empty building. | H |

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Succeeding requires a basic understanding of both strategy and tactics. Strategy is the overall plan you form to complete your objectives. You then employ tactics to make the strategy work. For example, your objective may be to capture several command points during a mission. While planning a strategy, you would determine in which order you would capture the command points as well as the types of support you might need. Tactics come into play as you determine how you will capture each command point, the units you need, and how you will use them. A good commander always considers tactics when planning the overall strategy.

# GENERAL TACTICS

Tactics take many things into consideration. The U.S. Army has created an acronym that helps ensure you consider everything important before going into battle—METT-T. This stands for mission, enemy, terrain, troops and support, and time available.

## Objectives

Objectives—essentially your orders—are actions that must be completed to win the mission or game. It is important to carefully read your objectives—and to read them often. During the heat of battle, objectives may change, and frequently you receive new objectives based on how well you completed previous objectives. During the single-player campaign, you get new objectives all the time. Your commanding officer is conducting the strategy and giving you new orders as situations develop. You receive messages about objectives along the left side of the screen. But be sure to take time to open the objective menu to read the specifics. The description explains what you must do to complete the objective as well as what constitutes a failure. For example, you may be ordered to hold a command point. If the enemy takes control of the position and fortifies it, then you failed the objective.

Some objectives also list a time limit. If so, you must consider how quickly you must move to complete the objective before time runs out, which results in failure. Multiplayer games are all time based, so time is an important factor in determining which tactics to use to complete your mission.

## TIP

The tactics in this chapter are by no means the only ones you can use. Part of the fun of playing *World in Conflict* is experimenting with tactics you create yourself or discover as you play against the computer opponents during the single-player campaign or live opponents during multiplayer games. Be ready for those "That was so cool!" moments as you try something on a whim or out of desperation and are rewarded with a great result.

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# Domination

In domination mode, each team fights for control over a number of command points on the map. As one team controls more command points, the domination bar moves in their favor. If you take control of all the command points, the domination bar moves twice as fast. Once the bar fills completely for one side, the game is over. Otherwise, whichever side has most of the bar when the timer runs out is the winner.

When playing domination games, it is a good idea to get as many command points as quickly as possible. The goal is to get the bar moving in your favor early on to give you time to get some fortifications built at the command points. As you get more reinforcements points, you can then send heavier, slower units forward to hold the command points from enemy attack.

# Assault

Assault mode games are played in two rounds. During the first round, one player is the attacker and the other the defender. While there are several command points to capture, only one appears at a time. As soon as the attacker takes control of the perimeter points for a command point, it disappears and the next command point appears. When the attacker has captured all the command points or the timer runs out, the second mode starts and the defending player now gets to be the attacker and vice versa. The new attacker is trying to beat the other player's results by either capturing more command points or capturing them all in less time.

The fighting is usually concentrated around the current command point, but it is a good idea, whether you are the attacker or defender, to send units to the locations for the next command point so you can either secure it or defend it as soon as the current command point is captured. When playing as a team, you might even have some of your teammates head to the next command point while you secure the first one. Then once that is accomplished, you head to the third command point while your teammate secures the second, thus leapfrogging across the map to the last command point.

# Tug-of-War

Tug-of-war can be one of the most intense game modes. A single command point of 2–4 perimeter points serves as a front line. Once one team captures all of these points, then another command point line appears on the opposing side's part of the map. When this command point is captured a third and final waypoint appears. If the advancing team captures it, the game is over. However, if the defenders can hold it and capture the previous command point, they push the line back the other way. If neither side pushes the line all the way before the timer runs out, the side that controls most of the map is the winner.

This game mode requires you to spread out your force and advance along a wide front. As you begin to push the line, you must not only try to capture the new command point line, but also defend the old one, since that is how the enemy can push the line back. It is great to have a teammate playing the support role, since this person can bombard the perimeter points in advance of your units to clear them out so you can roll right onto them without fighting. As you advance the line, your deployment zone also advances across the map, allowing you to drop reinforcements right next to the line.

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## THE DAMAGE MODEL

Once a projectile hits a unit, the actual damage done is calculated with the following formula. "Damage" and "armor piercing" are per-unit attacker variables; "armor" is a target variable.

$$\left(\left(\left(\frac{\text{Armor Piercing}}{\text{Armor}} \text{ if } \leq 0.2 \text{ the deflect}\right) - (\text{Random 0 to 0.2})\right) \text{ if } \geq 1.0 \text{ then clamp to 1.0}\right) = \text{Damage dealt}$$

- If the armor piercing/armor ratio is less than 0.2, the projectile simply cannot penetrate the armor and no damage is done.

- If the projectile does penetrate the armor, a random value between 0 and 0.2 is subtracted from the armor piercing/armor ratio. This introduces a small random element, the effect of which is most pronounced when the projectile barely penetrates the target. If the armor-piercing value is much larger than the armor value, this random element will have no effect; if the projectile just barely penetrates, occasionally no damage at all will be dealt.

- If the ratio is larger than 1 even after the random subtraction, full damage is dealt. The maximum damage dealt cannot be larger than the unit's scripted damage value.

## ARMOR

Armor combines firepower with mobility. These vehicles are protected from small-arms fire by their armor and can cause a lot of damage to other units, including enemy armor. Because of this, tanks are great for spearheading an attack as well as for defending a position. The other members of the armor category, the transports, are also protected by armor and armed with weapons that complement the tanks' main guns. An armored force with both tanks and transports can engage any type of enemy on the battlefield.

### ☣ NOTE

Armor units can run over and kill infantry units. For armor players, the Force Move key ([N]) is most valuable when attempting to run over infantry in the open.

# Amphibious Armored Transports



U.S.: AAVP7A1



U.S.S.R.: BTR-80



NATO: Luchs

Amphibious armored transports have lighter armor than other armored units, and move as slowly as a heavy tank. While not armed with as heavy firepower as an armored transport, they have the ability to attack all types of units, including helicopters. However, this unit's ability to move through water can give you some tactical flexibility, allowing you to cross deep water, such as rivers, without having to use fords and bridges. They can also be used on coastal maps to flank the enemy by traveling on the water around defensive positions on land.

**OFFENSIVE SPECIAL ABILITY:** MK-19 Grenade Launcher (U.S.) or HEI Rounds (U.S.S.R. and NATO)

These special abilities are very effective against infantry and light vehicles. The U.S. MK-19 fires several grenades within a small radius that attack everyone in the area. HEI (high-explosive incendiary) rounds are fired by the same gun as the normal ammunition, but they have an added blast as well as fire effect, increasing the damage inflicted.

**DEFENSIVE SPECIAL ABILITY:** Smoke Screen

These transports have smoke mortars, which can be fired to provide an instant cloud of smoke around the tank. This is useful when you come under attack and want to withdraw.

| STATS | |
|---|---|
| Cost Infantry | 850 |
| Cost Armor | 650 |
| Cost Support | 1,000 |
| Cost Air | 1,000 |
| Score | 16.9 |
| Health | 1,102 |
| Max Speed | 12 m/s |
| Armor (front/side/rear/top) | 400/350/300/300 |
| View Range | 145 m |
| Perception Range | 20 m |
| Offensive Special Ability | Grenade launcher barrage or HEI rounds |
| Recharge Time | 25 s |
| Defensive Special Ability | Smoke screen |
| Recharge Time | 45 s |
| Projectile Type | Straight |
| Fire Range | 140 m |
| Max Direct Damage | 158 |
| Armor Piercing | 120 |
| Max Blast Damage | 168 |
| Blast Armor Piercing | 80 |
| Blast Radius | 4 m |
| Target Ground Vehicles | Yes |
| Target Infantry | Yes |
| Target Air | Yes |
| Transport Infantry | Yes |

# THE HILLS ABOVE PINE VALLEY

## 1000 HOURS • FOUR DAYS AFTER THE INVASION
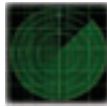


## PRIMARY OBJECTIVES

1 SECURE THE GAS STATION.

2 CLEAR THE WAY INTO PINE VALLEY.

3 SECURE THE TV STATION.

4 DEFEND THE SUPERMARKET.

5 RETAKE THE SOUTHEASTERN APPROACH.

6 HOLD THE SOUTHEASTERN APPROACH.

7 DEFEND THE TOWN SQUARE.

8 BREAK THE SOVIET OFFENSIVE.

## SECONDARY OBJECTIVES

1 ELIMINATE THE SOVIET SNIPER.

2 CLEAR THE STRONGPOINTS ASAP.

3 ELIMINATE THE SOVIET FORWARD OBSERVER.

4 HELP CAPTAIN BANNON WITH REPAIRS.

5 DESTROY THE ENEMY MORTARS.

6 AID THE ARTILLERY.

## SUGGESTED STARTING COMMAND

M2A2 BRADLEY IFV ARMORED TRANSPORT (3)

M1025 HMMWV TROOP TRANSPORT

ANTI-TANK INFANTRY SQUAD

DEMOLITION ENGINEER (3)

THE BATTERED U.S. BATTALION LED BY COLONEL SAWYER IS ORDERED TO MAKE A STAND IN THE TOWN OF PINE VALLEY. DESTROY THE SOVIET AIRBORNE TROOPS ALREADY PRESENT, AND PREPARE DEFENSES AGAINST THE ONCOMING SOVIET INVASION FORCE.

# THE TOWN OF PINE VALLEY



Pine Valley is a small town where there is going to be a big fight. Your drop zone is northeast of town. You begin your attack from this area.
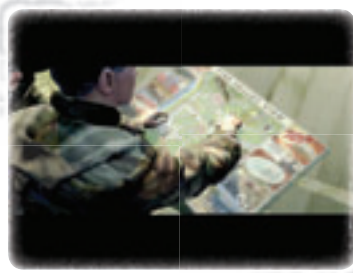


## Secure the Gas Station

### ORDERS

SOVIET UNITS ARE ALREADY OCCUPYING PINE VALLEY. IN ORDER TO RECLAIM THE TOWN, WE ARE MOUNTING A HASTY ATTACK AGAINST PERIMETER TARGETS. FIRST RECLAIM THE GAS STATION AND THEN DIG IN. FURTHER ORDERS WILL BE GIVEN ONCE THE OBJECTIVE HAS BEEN ACCOMPLISHED.



Request the units you need to start this mission.

Unlike in the previous missions, you do not begin with any units. However, you do have a quantity of reinforcements points that you can use to order up your initial force. Bradley armored transports are the only armor you have, so take along three of these. In addition, a Humvee can repair your vehicles as they take damage. An anti-tank infantry squad can take cover in buildings near the gas station and help take out enemy armor. Finally, you have access to three demolition engineers. These units are great for blowing up buildings. Though they are not required for this mission, you can still use them and get some practice with their special abilities. Order your units and position your drop zone so you can get your units on their way.

### SECONDARY ORDERS: ELIMINATE THE SOVIET SNIPER

A SOVIET SNIPER HAS TAKEN UP POSITION SOMEWHERE NEAR THE GAS STATION. LOCATE AND ELIMINATE HIM.

### ☣ NOTE

You must complete all secondary objectives to earn the Silver Star.



An enemy sniper perches on the smokestack near your drop zone. He could cause a lot of damage to your infantry; you must eliminate this threat. One way to do it is to order your Bradleys to attack. This takes a while but is safe since the sniper's rifle cannot damage your armored transports. A more exciting way to complete this secondary objective is to load one of your demolition engineers inside a Bradley and drive it right next to the smokestack. Use the Bradley's smoke screen ability to hide the area, then unload the engineer. Quickly order him to place a demolition charge on the smokestack and then get back into the Bradley. Drive the Bradley back to your drop zone and unload the engineer. Click on the ability button again to detonate the charge and bring the smokestack crashing to the ground, and the sniper along with it.



The sniper is on this smokestack. Try sending in a demolition engineer to destroy the smokestack. Use a smoke screen and the armored protection of a Bradley.

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Advance on the gas station.

Now it is time to head for the gas station. Load up your infantry units and drive your vehicles to a position behind the building to the north of the gas station. Unload the anti-tank infantry and send them sprinting into the building for cover. This squad can engage the enemy armor as well as the fortifications. Position your Bradleys in a line to the west of the building and begin firing TOWs at the enemy armored units. Keep your Humvee behind to repair their damage and to engage the enemy infantry squads.

The cavalry has five Sheridan light tanks they can fly in for you to use. Open the tactical aid menu and order them one at a time. They are airlifted to the position you choose. As soon as you have enough TA points, bring



Request the Sheridan tanks from the tactical aid menu.

them in as quickly as you can. It takes a while for them to arrive. Once they do, move them over to the Bradleys to help support your attack. The Soviets usually have an infantry squad inside the gas station, so engage them and destroy the structure in the process.

## Historical Sidebar

## TIP

Before you rush to capture both of the command points around the gas station, wait for some of the Sheridans to arrive. They come in handy as the Soviets counterattack.



Anti-tank infantry take position on the rooftop of the police station.

After the gas station is either cleared or destroyed, send your anti-tank infantry squad to the police station southwest of the gas station. They move up onto the roof and fire their rockets at any nearby enemy vehicles. You can also order them to fire on the Soviet fortifications at the eastern command point. Once the fortifications have all been destroyed, move your vehicles onto the command points so the construction of your own fortifications can begin. Watch out for enemy attacks from the south and southeast. Keep your Bradleys near your tanks to help engage infantry while your Sheridans deal with the armor.

# Clear the Way into Pine Valley

### ORDERS

PHASE TWO OF THE ATTACK TO RETAKE PINE VALLEY HAS BEGUN. YOU ARE ORDERED TO CLEAR THREE ENEMY DEFENSIVE POSITIONS ALONG THE OUTER PERIMETER. BANNON AND CHARLIE COMPANY WILL ATTACK ALONG THE WESTERN FLANK IN THE DIRECTION OF THE TOWN SQUARE WITH WEBB AND ALPHA COMPANY IN SUPPORT.

### SECONDARY ORDERS: CLEAR THE STRONGPOINTS ASAP

THE SOVIET MAIN FORCE IS NOT FAR OUT, AND THE SOONER WE GAIN ENTRY TO THE CITY THE BETTER. DESTROY THE SOVIET FORTIFICATIONS BEFORE YOU RUN OUT OF TIME.

# AIRBASE

Under a scorching desert sun, Soviet and U.S. forces battle for control of an important airbase in the Nevada desert.

This map can be tough for the attackers since they must push through narrow canyons that funnel their advance right into the defenders. Artillery fire and tactical aids can really help break up the defenses.



HOUSING AREA

MAIN GATE

RADAR

Main Gate

Housing Area

Radar

Outer Perimeter

Attacker Deployment

Airflied

OUTER PERIMETER

AIRFIELD

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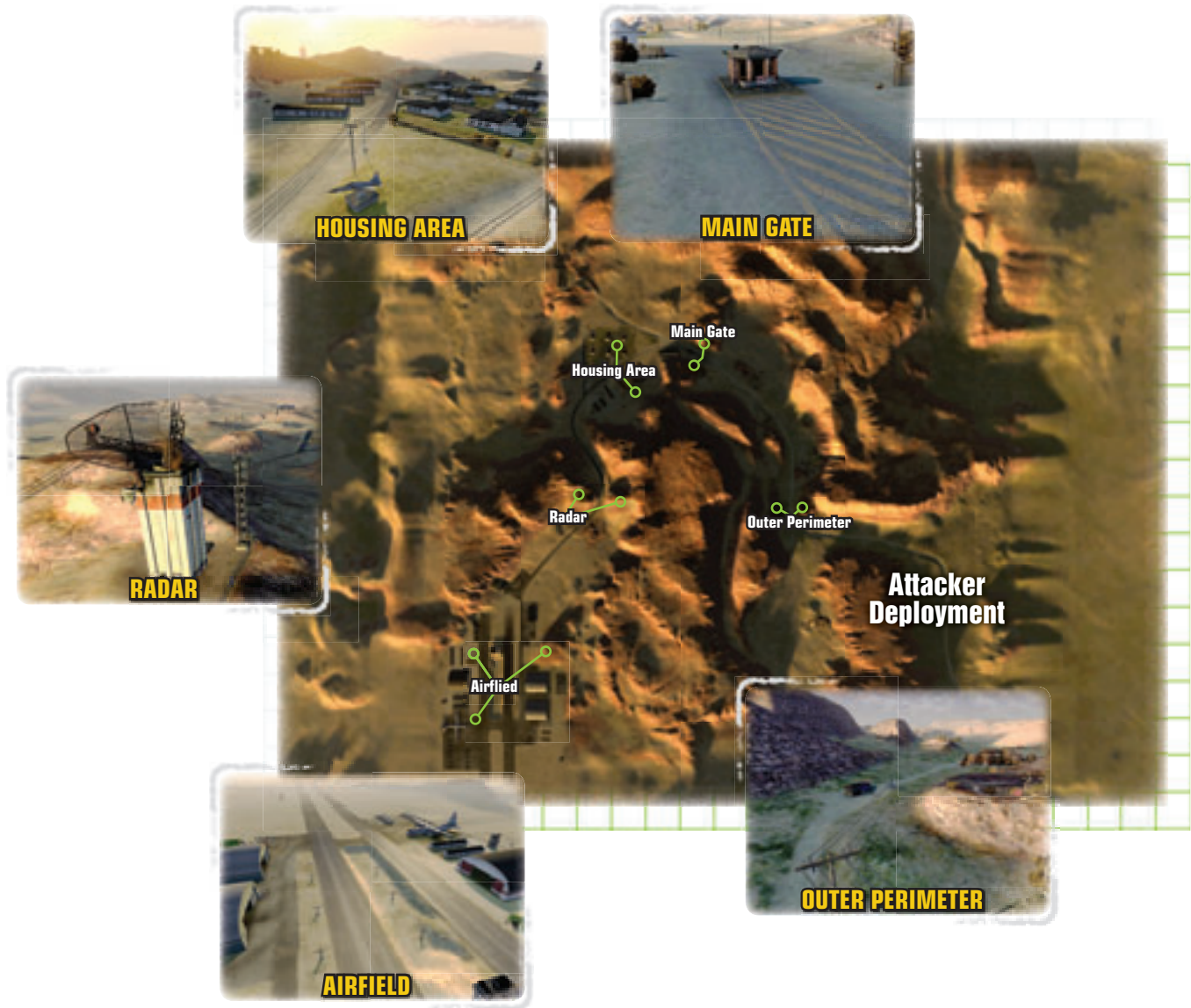
# NATO UNITS

| Unit Type | Infantry Squad | Anti-Tank Infantry Squad | Sniper | Demolition Engineer | Airborne Infantry Squad | Troop Transport | Transport Truck | Light Tank | Medium Tank | Heavy Tank | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Unit Name | NATO Infantry Squad | NATO Anti-Tank Squad | NATO Sniper | NATO Demolition Engineer | NATO Airborne Infantry Squad | D90 | TRM 4000 | FV101 Scorpion | Chieftain Mk 5 | Leopard 2A4 | |
| Cost for Infantry Role | 650 | 800 | 500 | 600 | N/A | 550 | 300 | N/A | 1,000 | N/A | |
| Cost for Armor Role | 1,000 | N/A | N/A | 900 | N/A | 700 | N/A | 600 | 800 | 1,200 | |
| Cost for Support Role | 850 | N/A | N/A | 600 | N/A | 550 | N/A | N/A | 1,200 | N/A | |
| Cost for Air Role | 1,000 | N/A | N/A | 900 | N/A | 850 | N/A | N/A | 1,200 | N/A | |
| Score | 14.3 | 16.9 | 5.2 | 6.5 | 10.4 | 11.7 | 6.5 | 15.6 | 20.8 | 31.2 | |
| Health | 490 (each soldier) | 490 (each soldier) | 490 | 490 | 490 (each soldier) | 857 | 1,225 | 1,408 | 1,592 | 1,837 | |
| Max Speed | 5 m/s | 5 m/s | 5 m/s | 5 m/s | 5 m/s | 18 m/s | 17 m/s | 16 m/s | 14 m/s | 12 m/s | |
| Armor (front/side/rear/top) | 100/100/100/100 | 100/100/100/100 | 0/0/0/0 | 100/100/100/100 | 100/100/100/100 | 150/150/150/150 | 150/150/150/150 | 475/300/275/275 | 650/500/375/375 | 1,100/800/550/550 | |
| View Range | 220 m | 220 m | 220 m | 220 m | 220 m | 145 m | 145 m | 100 m | 105 m | 120 m | |
| Perception Range | 50 m | 50 m | 50 m | 50 m | 50 m | 50 m | 50 m | 20 m | 20 m | 20 m | |
| Offensive Special Ability | Grenade launcher barrage | N/A | N/A | Demolition charge | Direct artillery | Armor-piercing bullets | N/A | HESH round | WP shell | HEAT shell | |
| Recharge Time | 20 s | N/A | N/A | 30 s | 90 s | 30 s | N/A | 30 s | 40 s | 30 s | |
| Defensive Special Ability | Sprint | Sprint | Sprint | Sprint | Sprint | N/A | N/A | Smoke screen | Smoke screen | Smoke screen | |
| Recharge Time | 20 s | 20 s | 20 s | 20 s | 20 s | N/A | N/A | 45 s | 45 s | 45 s | |
| Projectile Type | Straight | Straight | Straight | Straight | Straight | Straight | N/A | Straight | Straight | Straight | |
| Fire Range | 100 m | 100 m | 100 m | 100 m | 100 m | 100 m | N/A | 190 m | 230 m | 250 m | |
| Max Direct Damage | 321 against infantry, 46 against helicopters, 33 against ground vehicles | 166 against infantry, 100 against ground vehicles | 2,500 | 83 | 333 | 121 | N/A | 70 | 50 | 51 | |
| Armor Piercing | 55 (rifleman and medic) 65 (machine gunner) 450 (AA soldier) 600 (AT soldier) | 55 (rifleman and medic) 600 (AT soldiers) | 30 | 55 | 55 | 80 | N/A | 175 | 250 | 500 | |
| Max Blast Damage | 0 | 0 | 0 | 0 | 0 | 0 | N/A | 40 | 33 | 9 | |
| Blast Armor Piercing | 0 | 0 | 0 | 0 | 0 | 0 | N/A | 120 | 120 | 120 | |
| Blast Radius | 0 | 0 | 0 | 0 | 0 | 0 | N/A | 4 m | 6 m | 2 m | |
| Target Ground Vehicles | Yes | Yes | No | No | No | Yes | N/A | Yes | Yes | Yes | |
| Target Infantry | Yes | Yes | Yes | Yes | Yes | Yes | N/A | Yes | Yes | Yes | |
| Target Air | Yes | No | No | No | No | Yes | N/A | No | No | No | |
| Transport Infantry | No | No | No | No | No | Yes | Yes | No | No | No | |
| Repairing HP | N/A | N/A | N/A | N/A | N/A | 30/s | N/A | N/A | N/A | N/A | |

| | Armored Transport | Amphibious Armored Transport | Medium Antiair Vehicle | Heavy Antiair Vehicle | Medium Artillery | Heavy Artillery | Repair Tank | Heavy Attack Helicopter | Medium Attack Helicopter | Transport Helicopter | Scout Helicopter |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | FV510 Warrior | Luchs | Gepard | Roland | FV432 | LARS 110 SF 2 | AAVR | A129 Mangusta | SA-341 Gazelle | SA-330 Super Puma | PAH-1 |
| | 1,000 | 850 | 850 | N/A | 1,200 | N/A | N/A | N/A | 1,200 | 850 | 800 |
| | 750 | 650 | 1,000 | N/A | 1,000 | N/A | N/A | N/A | 1,400 | 1,000 | 900 |
| | 1,100 | 1,000 | 650 | 900 | 900 | 1,900 | 900 | N/A | 1,400 | 1,000 | 900 |
| | 1,100 | 1,000 | 1,000 | N/A | 1,000 | N/A | N/A | 1,200 | 900 | 650 | 600 |
| | 18.2 | 16.9 | 13 | 13 | 18.2 | 45.5 | 19.5 | 15.6 | 15.6 | 13 | 11 |
| | 1,225 | 1,102 | 1,225 | 1,225 | 1,102 | 1,347 | 1,837 | 980 | 980 | 1,225 | 980 |
| | 16 m/s | 12 m/s | 14 m/s | 14 m/s | 16 m/s | 9 m/s | 14 m/s | 34 m/s | 36 m/s | 30 m/s | 40 m/s |
| | 400/350/300/300 | 400/350/300/300 | 300/300/300/300 | 300/300/300/300 | 275/275/275/275 | 350/350/350/350 | 300/285/240/240 | 350/350/350/350 | 350/350/350/350 | 350/350/350/350 | 250/250/250/250 |
| | 145 m | 145 m | 150 m | 150 m | 120 m | 120 m | 90 m | 250 m | 250 m | 175 m | 300 m |
| | 20 m | 20 m | 20 m | 20 m | 20 m | 20 m | 20 m | 5 m | 5 m | 5 m | 5 m |
| | AP rounds | Incendiary ammunition | Ground support | N/A | White phosphorus round | Deliver smoke screen | Emergency repairs | HOT missile | Mistral missile | N/A | IR scan |
| | 45 s | 25 s | 10 s | N/A | 20 s | 40 s | 30 s | 50 s | 30 s | N/A | 20 s |
| | Smoke screen | Smoke screen | N/A | Smoke screen | N/A | N/A | Field repairs | Drop flares | Drop flares | Drop flares | Drop flares |
| | 45 s | 45 s | N/A | 45 s | N/A | N/A | 30 s | 30 s | 30 s | 30 s | 30 s |
| | Straight | Straight | Straight | Homing | Ballistic | Ballistic | N/A | Straight | Straight | N/A | Straight |
| | 140 m | 140 m | 150 m | 150 m | 550 m | 750 m | N/A | 125 m | 125 m | N/A | 90 m |
| | 185 | 158 | 714 | 233 | 175 | 300 | N/A | 61 | 183 | N/A | 63 |
| | 120 | 120 | 250 | 450 | 700 | 1,000 | N/A | 370 | 160 | N/A | 100 |
| | 246 | 168 | 0 | 133 | 125 | 294 | N/A | 91 | 174 | N/A | 103 |
| | 80 | 80 | 0 | 55 | 130 | 276 | N/A | 150 | 80 | N/A | 100 |
| | 4 m | 4 m | 0 | 10 m | 20 m | 12 m | N/A | 7 m | 4 m | N/A | 4 m |
| | Yes | Yes | No | No | Yes | Yes | N/A | Yes | Yes | N/A | Yes |
| | Yes | Yes | No | No | Yes | Yes | N/A | Yes | Yes | N/A | Yes |
| | Yes | Yes | Yes | Yes | No | No | N/A | Yes | Yes | N/A | No |
| | Yes | Yes | No | No | No | No | No | No | No | Yes | No |
| | N/A | N/A | N/A | N/A | N/A | N/A | 40/s | N/A | N/A | N/A | N/A |

# WORLD IN CONFLICT

## PRIMA OFFICIAL GAME GUIDE
### Written by Michael Knight

## MICHAEL KNIGHT



Michael Knight has worked in the computer/video game industry since 1994 and has been an author with Prima Games for ten years, writing over 60 guides during this time. Michael has used both his degree in Military History and experience as a high school teacher to formulate and devise effective strategies and tactics for hit titles such as the Tom Clancy's Rainbow Six and Hitman series. He has also authored several titles in the *Star Wars* universe including *Star Wars* **Republic Commando**, *Star Wars* **Episode III: Revenge of the Sith**, *Star Wars* **Battlefront II**, and *Star Wars:* **Empire at War**. Michael has also developed scenarios/missions and written game manuals for SSI, Red Storm Entertainment, and Novalogic.

When he is not busy at work on an upcoming strategy guide, Michael likes to spend time with his wife and four children at their home in Northern California. It was with their help that Michael used his abilities and experience to write three travel/strategy guides on Disneyland and Southern California, in which he developed tips and hints to help vacationing families save time and money while maximizing their fun.

We want to hear from you! E-mail comments and feedback to mknight@primagames.com.